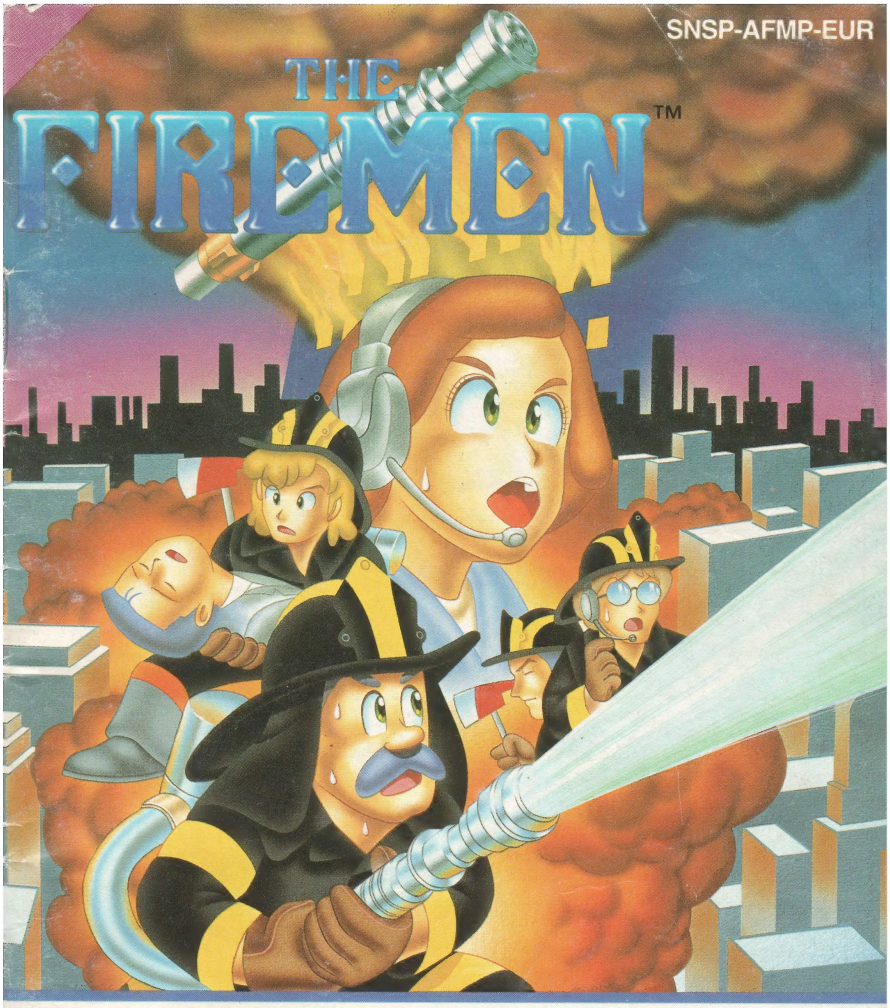
SNSP-AFMP-EUR

THE FIREMEN™



INSTRUCTION BOOKLET

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

HUMAN ENTERTAINMENT HUMAN

LICENSED BY

Nintendo

CE Nintendo Nintendo of Europe GmbH : 63760 Großostheim, Deutschland

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DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM SUPER NINTENDO ENTERTAINMENT SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SUPER NINTENDO ENTERTAINMENT SYSTEM.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES VIDEOJUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU SUPER NINTENDO ENTERTAINMENT SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND SUPER NINTENDO ENTERTAINMENT SYSTEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED SUPER NINTENDO ENTERTAINMENT SYSTEM.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TIBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT SUPER NINTENDO ENTERTAINMENT SYSTEM.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI SUPER NINTENDO ENTERTAINMENT SYSTEM YHTEENSOPIVIA TUOTTEITA.

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ATTENTION : VEUILLEZ LIRE ATTENTIVEMENT LA NOTICE "INFORMATIONS ET PRECAUTIONS D'EMPLOI" QUI ACCOMPAGNE LA CONSOLE NINTENDO, LA CARTOUCHE DE JEU OU LES ACCESSOIRES AVANT DE LES UTILISER.

HINWEIS : BITTE LIES DIE VERSCHIEDENEN BEDIENUNGSANLEITUNGEN, DIE SOWOHL DER NINTENDO HARDWARE WIE AUCH JEDER SPIELKASSETTE BEIGELEGT SIND, SEHR SORGFÄLTIG DURCH!

ATTENZIONE : LEGGI ATTENTAMENTE LE INFORMAZIONI PER L'UTENTE E LE PRECAUZIONI INCLUSE NELLA CONFEZIONE PRIMA DI USARE IL TUO SUPER NINTENDO ENTERTAINMENT SYSTEM™ LE CASSETTE O GLI ACCESSORI.

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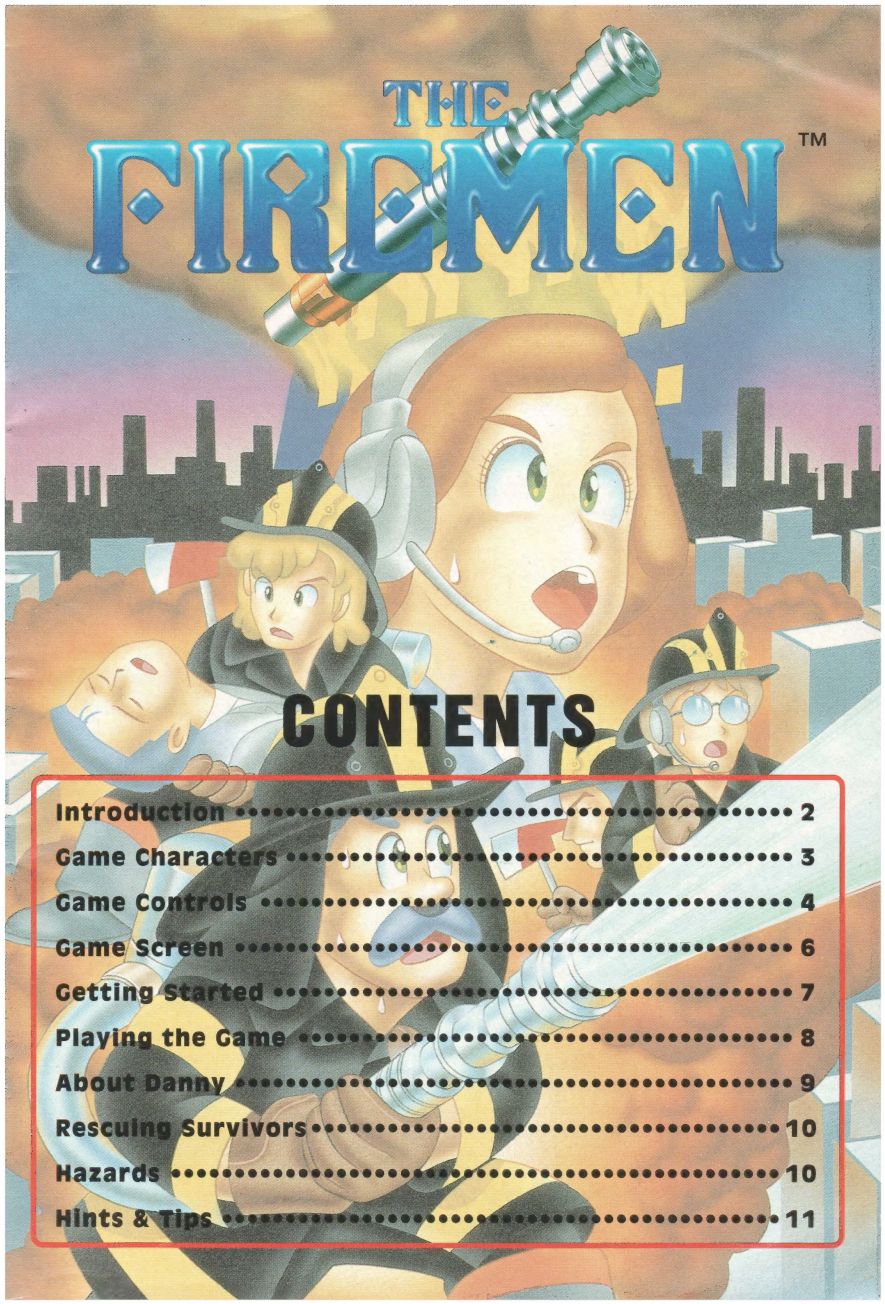
WAARSCHUWING : LEES EERST ZORGVULDIG DE BROCHURE MET CONSUMENTENINFORMATIE EN WAARSCHUWINGEN DOOR DIE BIJ DIT PRODUKT IS MEEVERPAKT VOORDAT HET NINTENDO-SYSTEEM, DE SPELCASSETTE OF HET ACCESSOIRE IN GEBRUIK WORDT GENOMEN.

OBS : LÄS NOGGRANT IGENOM KONSUMENTUPPLYSNINGARNA OCH FÖRSIKTIGHETSÅTGÄRDERNA I BRUKSANVISNINGARNA SOM MEDFÖLJER PRODUKTEN INNAN DU ANVÄNDER DEN MED ETT NINTENDO SYSTEM, SPELPAKETET ELLER TILLBEHÖR.

ADVARSEL : LÆS FORBRUGERINFORMATIONEN OG HÆFTET MED SIKKERHEDSREGLER, DER FØLGER, MED DETTE PRODUKT, FØR DU BEGYNDER AT BRUGE NINTENDO HARDWARE SYSTEM, GAME PAK ELLER TILLBEHØRET.

VAROITUS : LUE HUOLELLISESTI LAITTEEN VARUSTEISIIN KUULUVAT KULUTTAJATIEDOT JA HUOMAUTUKSET ENNEN NINTENDO-LAITTEEN, PELIN (GAME PAK) TAI MUUN VAURSTEEN KÄYTTÖÄ.



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INTRODUCTION

The year is 2010. Civilization has progressed little in the last 20 years.

It's winter in New York. The annual Christmas party at the Metrotech Chemical Company building is underway.

The time is 6:00 pm. A small fire began in the kitchen which had been left unattended. The flames, fueled by the abundant chemicals, spread rapidly throughout the building.

The D-sector fire brigade has received an alarm and has dispatched units to the scene. Pete and Daniel are two of the top high-rise firefighters and have twice received commendations for their bravery. Pete is captain of his 5 person unit. Daniel, his partner, is second in command. Max, Walter and Winona are the other members of the unit.

As Pete's unit was first on the scene, they first talked with Metrotech's engineers about any potential hazards. Apparently, there is a large supply of the chemical MDL in the basement of the building. If the chemical should be exposed to excessive heat there could be a tremendous explosion. The unit splits up and will attempt to collect the MDL and bring it to the roof where the explosion will blow up the water tank and hopefully put out the fire.

Pete and Daniel will enter the building through the east entrance...

GAME CHARACTERS

PETE GREY

Pete is the Unit leader, and is the character the player controls. He has been a fire-fighter for many years, and his long experience has taught him how to predict how a fire will develop. He has sound judgement, and the ability to act decisively under pressure. He's also popular amongst his colleagues.

DANIEL MCLEAN

NICKNAME: *DANNY*

Danny has been working together with Pete as his second in command for many years. He has more experience than Max, Walter or Winona and is a highly skilled firefighter. Sometimes, however, he behaves recklessly, something he probably picked up from Pete after fighting so many fires with him. He has a cheerful and optimistic personality.

MAX, WALTER & WINONA

The other members of the Unit. They appear in the game speaking over walkie-talkies.

Max and Walter work together as a team independently of Pete and Danny, and Winona radios in information from outside the building.

Max

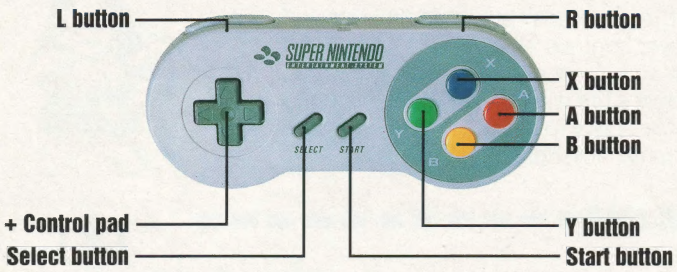
Walter

Winona

FRANK WELLER

Metrotech's architect. He and Pete have different professional opinions as to what is most important in building design, and come into conflict during the fire-fighting operation. He gives Pete information on how to move through the building.

GAME CONTROLS



You can use either the Y button or the B button to spray water to put out flames. Use the Y button to spray upwards, and the B button to spray downwards. These are the differences between the two methods:

Normal water power

Water sprayed upwards will not hit flames or objects of this height. Water sprayed downwards will not hit flames or objects higher than this.

HYPER WATER

If you have three extinguishing bombs and pick up a fourth, Pete's hosing power and extinguishing bomb power increase. This increased power is called "Hyper Water". Hyper Water power lasts as long as Pete remains uninjured.

Hyper Water power

Zap powerful flames easily with Hyper Water power!!

+ CONTROL PAD **(Move character)**	You can move Pete in eight directions with the + Control Pad.
START BUTTON **(Pause)**	Pause game play. Press once more to start playing again.
SELECT BUTTON **(Fast forward)**	Lets you fast forward through screen messages during game play.
L, R BUTTON **(Set direction of spray)**	Hold down either the L or R button and press the + Control Pad to keep Pete facing left or right while moving him in any direction.
A BUTTON **(Crawl)**	This allows you to avoid high-level flames and explosions. You can also pass underneath high objects by crawling along in this position.
Y BUTTON **(Upward spray)**	Spray water upwards.
B BUTTON **(Downward spray)**	Spray water downwards.
X BUTTON **(Extinguishing bombs)** * You can have up to three extinguishing bombs in stock at one time.	When you press the X button, Danny throws an extinguishing bomb at Pete. When the bomb explodes, it extinguishes all fire within range. You'll find extinguishing bombs in various places throughout the game, so make sure you look for them as you go along.

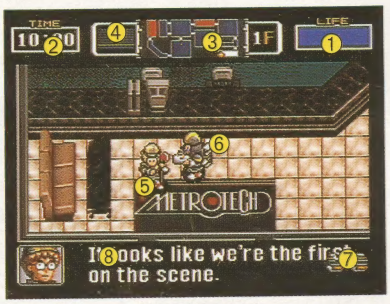
GAME SCREEN

1) LIFE GAUGE

Shows how much life Pete has left.

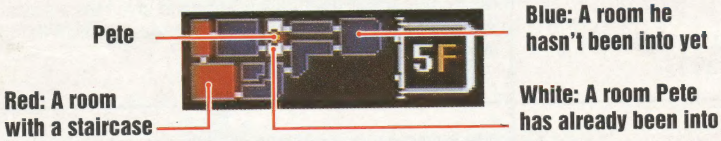
2) TIME COUNTER

This shows the amount of time left in the current stage. As it decreases, the room temperature increases, and the screen gets redder and redder. When the count reaches zero, the room temperature hits its hottest and Pete loses a lot of life.



3) FLOOR MAP AND FLOOR NUMBER

Shows the map and number of the floor Pete is currently on.



4) LIFE DETECTOR

This detects all survivors within range. It gives off a louder and louder noise the closer Pete gets to them.

5) PETE

The character controlled by the player. He is always in the middle of the screen.

6) DANNY

The character controlled by the computer.

7) EXTINGUISHING BOMB

Shows the number of extinguishing bombs you currently have.

8) MESSAGES

Pete and Danny's conversations are displayed here. The character displayed on the left is the one who is currently talking.

GETTING STARTED

Title screen

GAME START

Turn the power ON. The Title screen will then appear. Choose START (to start the game) or CONFIG (to change the button configuration of your controller) and press the B button.

Config screen

CONFIGURATION

At this screen you can change the button configuration of your controller, change the difficulty level (choose BEGINNER for easy game play, or NORMAL for standard game play), and select from either stereo or mono sound.

Select EXIT and press the B button to return to the title screen.

Continue screen

CONTINUE

When your life gauge goes down to zero, the Continue screen appears. Press the B button before time runs out to continue the game. You can use Continue three times.

Game Over screen

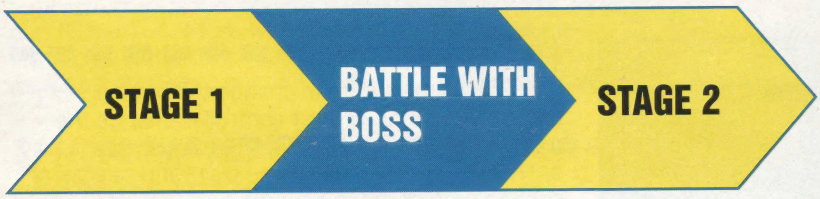
GAME OVER

The game ends when the Continue countdown ends, or when you run out of life and have no Continues left. Your play time is shown on the Game Over screen.

PLAYING THE GAME

There are six stages in the game. At the start of each stage, a message is displayed on screen telling you which location you have to reach to complete the stage. Follow the map and the arrows to get to this location.

When you reach your objective, you have to destroy a Boss to clear the stage. Once the Boss is destroyed, your fire extinguishing rate is shown on screen.



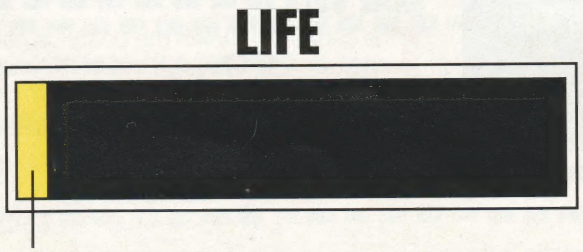
The location you must reach to clear the stage is displayed on screen.

Your fire extinguishing rate is displayed once you've cleared Stage 1.

PETE IS INJURED IF:

1. He is burnt by fire or hit by an explosion.
2. He is hit by falling objects.
3. The floor collapses and he is left dangling in a hole.
4. Time runs out.

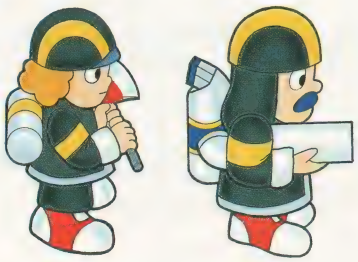
✷ When time runs out, Pete's life gauge decreases dramatically as shown below.



ABOUT DANNY (COMPUTER CHARACTER)

Danny has no life gauge, and cannot be injured. He usually follows along behind Pete to protect and help him. He does a variety of things as Pete's assistant, including opening doors, removing obstacles, and saving survivors as the need arises.

Danny normally follows behind Pete to cover him.



He does things such as opening doors, removing obstacles, and saving survivors.

When flames get within a certain distance of Pete, he puts them out with his ax.

RESCUING SURVIVORS

When survivors appear on screen, Danny goes to rescue them. When he is rescuing someone, the screen stops scrolling, and Pete is unable to move. If a survivor is rescued successfully, Pete's life gauge increases, and your player ranking* improves.

Not all survivors appear automatically: sometimes you have to do certain things to make them appear.

WHAT'S PLAYER RANKING?

At the very end of the game, when you've cleared all the stages and the ending demo has finished, the Player Scoring Chart is displayed. Your fire extinguishing rate, survivor rescue rate, the length of time it took you to clear the stage, and the number of continues you used are combined and your score for each stage is calculated. The total score for the whole game and your consequent ranking as a fire-fighter are shown on the chart.

Keep aiming for a better and better ranking!!

HAZARDS

During the game, fire isn't the only hazard you have to be on the lookout for. You must also be on your guard against many different problems which can occur in the burning parts of the building, such as collapsing floors and falling lights. The most dangerous hazard of them all, though, is the terrifying "backdraft" phenomenon. This is how backdraft occurs:

1. Daniel opens a door...

2. The air in the room is sucked out...

3. And a huge explosion occurs.

WHAT CAUSES BACKDRAFT?

A fire-fighter's worst nightmare, backdraft occurs in the following way. When fire consumes all the oxygen in a room, natural gas, which doesn't burn, is left behind. If any amount of oxygen then gets into the room, the natural gas explodes. Backdraft can occur during the game when Danny opens doors or Pete breaks windows.

HINTS AND TIPS

1) ALWAYS BE ON THE LOOKOUT FOR HAZARDS!

There are always signs that show that a dangerous situation is developing, for example:

- Floor collapsing - Cracks start appearing in the floor.
- Lights falling down - Lights start swinging from side to side.
- Backdraft - Air starts being sucked up.

When you see these signs, take the appropriate evasive action.

2) USE YOUR HOSE EFFECTIVELY!

These are the differences between spraying water upwards and spraying it downwards.

	Movement speed	Turning speed	Attack area	Attack distance
Upward spray	Normal	Slow	Small Area	Far away
Downward spray	Slow	Fast	Wide area	Close
Not spraying water	Fast	Fast		

As you can see from the chart, the most effective action to take depends on the situation: for example, spray water upwards to douse flames far away, spray it downwards when surrounded by fire, and don't use your hose at all when trying to escape.

3) MAKE USE OF DANNY'S SPECIAL ABILITIES!

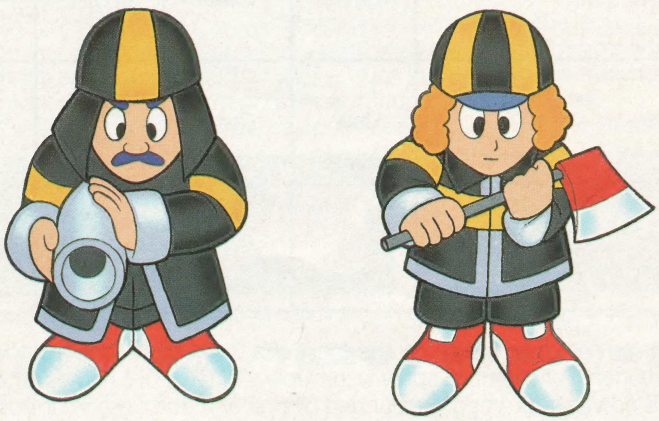
Danny can't be injured, so you can use him as a shield when advancing. If you're threatened by powerful flames, send Danny towards the fire, move away from the fire yourself, and then hose it. This makes it easier to fight.
Danny's ax is very effective against robots. Use him to destroy them.

4) USE YOUR EXTINGUISHING BOMBS EFFECTIVELY!

These bombs land in front of Pete, at his feet. Using them promptly when Pete is surrounded by fire will help you progress through the game. If you have three bombs in stock when you confront a Boss, you'll be able to defeat it easily.

5) ACHIEVING A 100% FIRE EXTINGUISHING RATE.

If there is any fire left burning in a room when Pete leaves it, you'll hear the roar of flames. Check that you can't hear this noise when you leave a room to get a 100% extinguishing success rate.



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